SNS-VE-USA

Triffix

DREAM T.V.

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY

Nintendo®

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Objects To Collect

Buddy	Orbits Player And Protects From Damage
Shield	Brief Invincibility
Blue Potion	Extra Life
Red Potion	Extra Energy
Flag	Restores Energy To Full (only In Medieval World)
Small Red Potion	3 Pocket Potions
Jet Pack	Allows Player To Jet Around
Arrow	Fast, Accurate
Axe	Does More Damage
Laser	Powerful Weapon
Stun Canister	Useful Weapon That Temporarily Stuns Aliens
Puzzle Pieces	9 Per Level

Special Items

Buddies:

Player can collect up to three of these pulsating objects which circle the player, colliding with enemies before they collide with the player. They have a limited life and start to shrink as they run out. Buddies can be fired from their orbit around the player in the direction they are facing by pressing the A button.

Pocket Potions:

When collected, these magical red potions allow a player to activate them by pressing the POCKET button (X) and shrink to a minute size (Alice In Wonderland style) and travel in the other players pocket for a limited time (indicated by the countdown timer on the screen). When the countdown reaches zero, or if the player presses the DE-POCKET button (X), he will expand to his original size. This feature is useful to get past dangerous obstacles or opponents quickly. A player can collect a maximum of three potions at a time.

Using The Super NES® Controller

From Title Screen:

Any Button Starts Game
SELECT = Go To Option Screen

Option Screen:

SELECT = Return To Title Screen
START = Start Game
A,B,X,Y = Modify Various Options

From Critic Screen:

Y and B = Start Game

Controlling The Player

General (All Modes):

START = Pause
X = De-Pocket (If Player Is Pocketed)

(1 Player Mode Only):

L/R = Swap To Other Player
SELECT = Toggle Between Full/Split Screen Display

From Standing:

Control pad Left = Player Runs Left
Control pad Right = Player Runs Right
Control pad Up = Climb Rope Or Ladder
Control pad Down = Player Ducks
Y = Shoot Current Weapon
B = Jump
A = Throw Buddies In Direction Player Is Facing
X = Jump Into Other Players Pocket (Only If Touching)

While Running:

Y = Shoot Current Weapon
B = Make Running Jump

While Jumping:

Y = Shoot Current Weapon

While Climbing (Rope Or Ladder):

Control pad Left or Right + Y = Shoot Weapon
Control pad Left or Right + B = Jump
B = Let Go Of Rope Or Ladder (Fall)

While Ducking:

Y = Shoot Current Weapon
X = Pocket Into Current Player
A = Throw Buddies In Direction Player Is Facing

While Falling:

Control pad Up Or Down = Grab Rope Or Ladder

While Jet Packing:

Y = Shoot Current Weapon
A = Throw Buddies In Direction Player Is Facing

Flying The 4th Level Spaceship

Front Seat Player:

Control pad Up, Down, Left or Right = Moves Ship
Y = Fire Laser Cannon

Rear Seat Player:

Control pad Up Or Down = Elevate Gun Turret
Control pad Right = Centers Gun
Y = Rapid Fire

Welcome to a video nightmare!

Jimmy and Charlie are national video game champions. There isn't a game made that they can't beat. One day, a small package is delivered to their home. Inside is an odd looking video game cartridge that appears to be very old...as if it came from a time long since past... a time before video games were ever conceived of!?!

At the bottom of the box is a note that reads:

The challenge is here
So if you dare
To accept your fate
You'd best beware

A game it may seem
Not anything more
It could be a Dream
It could be a Door

Prepare yourselves now
for what lies ahead
If you don't stick together
You might end up.....!

They got a big kick out of that and as they are trying to figure out who would send a crazy poem like that, Jimmy pops the cart into his machine. When he turns the power on, the room is filled with the hum of electricity. As Charlie reaches to turn it off sparks fly from the system and smoke billows into the room! After a blinding flash of light, they find themselves INSIDE the game!

The Four Dominions Of Critic

Jimmy and Charlie have been sucked through to the Dream Domain, an alternate dimension containing four terrifying Dream Worlds: Medieval World, Egyptian World, Prehistoric World, and Future World. These worlds are dominated by Critic, an evil emperor who uses the ancient video game to capture unsuspecting players. For his amusement Critic then forces the captured players to fight evil creatures that he has created. If the players can collect

Continued On The Next Page

each of the nine puzzle pieces in each level and overcome the obstacles in their way there is a chance that they can defeat Critic and destroy his power forever. But let it be known, for the thousands of years Critic has been in power no one has ever survived the challenge and none have ever escaped...alive!

It's Up To You!

Now it's your job to help them get back out into the real world. That's not going to be easy, as the only way to complete each world is with both characters in action. Hard enough with two gamers at the controls, but when you're playing alone? That will take skill and practice! Two players can play together or, if you can handle it, take control of both characters. When the two players separate, the game switches to a split screen format so you can monitor and control both characters even if they occupy entirely different levels.

Medieval World

To collect the nine puzzle pieces here you must avoid pits and traps, fight soldiers, undead skeletons, and defeat the evil monster Xorn, Dragonbeast of Medieval World.

EGYPTIAN WORLD

Slithering snakes, exploding fires, and the Pharaoh's Royal Guard stand in your way as you strive to collect the puzzle pieces and defeat The Pharaoh.

Prehistoric World

You must avoid many obstacles, primitive cavemen, falling rocks, and vicious animals to collect the nine puzzle pieces before you confront The Lizard King!

Future World

Use hover boards and jet packs to get around as you come up against mutant monsters and mechanical menaces. If you survive you must steal a spaceship to escape this level and use it to chase down and destroy Critic!

90 Day Limited Warranty

TRIFFIX ENTERTAINMENT INC. ("TRIFFIX") warrants to the original PURCHASER that this TRIFFIX Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, TRIF FIX will repair or replace the PAK, at it's option, free of charge. Repair or replacement of the PAK, free of charge, (except for the cost of returning the cartridge) is the full extent of our liability.

To receive this warranty service:
1. Notify Triffix of the problem requiring warranty service by calling (503)382-8084. Our service department is open from 9AM to 3PM Eastern time, Monday through Friday
2. If the Triffix service adviser is unable to solve the problem by phone, he/she will provide you with a return authorization (RMA) and service depot address. Simply record the RMA number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof of purchase within the 90 day warranty period.

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